54 Champion of Yondalla

LEVEL 11 | AC 28 | DEF 21 | SPEED 5 | HP 70

ATTACK ACTIONS

Short Sword: +18 vs AC; 15 + 5 radiant Damage

Cut Down to Size: (Medium or larger target only) +15 vs DEF (Fort); 10 Damage AND Weakened

ABILITIES
Good • Halfling • Divine

SPECIAL POWERS

Halfling Tactics: Halfling allies have +2 Attack against Medium or larger targets.

Mobile Defender: Immediate, when an enemy flanked by this creature attacks an ally; make a attack against that enemy. Hit or miss, place that enemy in any space adjacent to this creature.

CHAMPION 2

Warband Building: All non-Evil Halfling creatures are legal in your warband.

• Use at start of round. Choose any number of allies within 10 squares of this creature. Each of those allies heals 15 HP, then is Slowed.

• Use at start of round. Small creatures in your warband have +2 Speed until end of round.

42 Couatl

LEVEL 10 | AC 22 | DEF 24 | SPEED F7 | HP 65

ATTACK ACTIONS

Bite: +15 vs AC; 5 + 10 poison Damage

Thunder Orb: (range 5) +14 vs DEF (Ref); 10 thunder Damage

ABILITIES
Good • Planar
Flight
Resist 10 Acid, Cold, Fire, Lightning, Thunder

SPECIAL POWERS

Aura of Protection: Use before rolling initiative; allies within 5 squares gain Resist 10 Acid, Cold, Fire, Lightning, Thunder until end of round.

Snake's Swiftness: Replaces attack action: Nearest ally makes an immediate attack.

Undeniable Gravity: An enemy that begins its turn within 5 squares loses Flight for that turn.

21 Dwarf Artificer

LEVEL 6 | AC 21 | DEF 19 | SPEED 6 | HP 40

ATTACK ACTIONS

Mace: +13 vs AC; 10 Damage

Disassemble Construct: (Construct or Animate target only) +13 vs DEF (Fort); 30 Damage. RECHARGE when a Construct enemy is destroyed.

ABILITIES
Dwarf • Arcane

SPECIAL POWERS

Greater Magic Weapon: Replaces attack action: 1 adjacent ally has +2 Attack until end of battle.

Legion's Shield of Faith: Replaces attack action: All creatures in your warband have +1 AC until end of battle.

24 Dwarf Caver

LEVEL 7 | AC 23 | DEF 19 | SPEED 5 | HP 45

ATTACK ACTIONS

Heavy Pick: +14 vs AC; 15 Damage

Double Pierce: +14 vs AC; 15 Damage AND ongoing 5 Damage (save ends)

ABILITIES
Dwarf • Martial

SPECIAL POWERS

Orc Foe: +4 Attack against Orc enemies.

Terrain Mastery: Counts as occupying a victory area while adjacent to that victory area.

(c) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

12 Dwarf Phalanx Soldier

LEVEL 4 | AC 21 | DEF 16 | SPEED 5 | HP 35

ATTACK ACTIONS

Pick: +11 vs AC; 10 Damage

ABILITIES
Dwarf • Martial

Phalanx Fighting: +2 AC while adjacent to an ally.

Solid Footing: Not subject to push, pull, or slide effects of enemies.

SPECIAL POWERS

Phalanx Training: +5 Damage while adjacent to an ally with Phalanx Training.

32 Dwarf Samurai

LEVEL 10 | AC 26 | DEF 22 | SPEED 5 | HP 65

ATTACK ACTIONS

Katana: +16 vs AC; 15 Damage

Smite: +17 vs AC; 20 Damage

ABILITIES
Dwarf • Martial
+2 DEF (Fort, Will)

SPECIAL POWERS

Battlefield Promotion: Use when an allied champion is eliminated; until end of battle, this creature has +5 Damage and is treated as having a Champion rating of 2 for determining initiative.

Honor-Bound Defender: Immediate, when an adjacent enemy makes a attack against an allied champion; make a attack against that enemy with +2 Attack and +5 Damage.

70 Gold Dragon

LEVEL 13 | AC 29 | DEF 25 | SPEED F8 | HP 80

ATTACK ACTIONS

Fiery Bite: +20 vs AC; 10 + 10 fire Damage

Draconic Fury: 2 attacks, +18 vs AC each; 15 Damage each

Fiery Breath: (blast 4) +18 vs DEF (Ref); 25 fire Damage. RECHARGE when first Bloodied.

ABILITIES
Dragon
Flight
Resist 15 Fire

SPECIAL POWERS

Agility: Use when an enemy declares an opportunity attack against this creature; that attack misses.

Confidence Booster: Allies within 6 squares of this creature have +2 DEF.

CHAMPION 2

• Use when an enemy activates. That enemy has -2 Attack and is Weakened until end of turn.

• Use at start of round. Choose 1 Bloodied ally occupying one of your victory areas. If that creature occupies that victory area at end of round, score +15 VP.

36 Skullclan Hunter

LEVEL 9 | AC 24 | DEF 22 | SPEED 6 | HP 60

ATTACK ACTIONS

Blessed Blade: +16 vs AC; 15 Damage

Hidden Sun Strike: +16 vs AC; 15 Damage AND ongoing 5 radiant Damage (save ends) AND Undead target is Immobilized

ABILITIES
Halfling • Martial
Resist 5 Necrotic
Hide

SPECIAL POWERS

Righteousness Revealed: Minor action, only while damaged; until end of battle, this creature loses Hide and has +5 radiant Damage.

Sneak Attack 5: +5 Damage whenever this creature has combat advantage against target.

20 Soldier of Thrane

LEVEL 7 | AC 24 | DEF 19 | SPEED 5 | HP 45

ATTACK ACTIONS

Longsword: +14 vs AC; 15 Damage

❑ **Iron Bulwark:** +14 vs AC; 15 Damage AND this creature has +2 AC until end of its next turn. RECHARGE when this creature is missed by a attack.

ABILITIES

Human • Martial

Tower Shield: +2 AC and +2 DEF against attacks.

48 Valorous Prince

LEVEL 11 | AC 27 | DEF 23 | SPEED 6 | HP 70

ATTACK ACTIONS

Longsword: +18 vs AC; 20 Damage

Radiant Scepter: +16 vs DEF (Fort); 20 radiant Damage, ignore Insubstantial

ABILITIES

Human • Martial

Unique

SPECIAL POWERS

Chivalrous Fighter: +2 Attack and +5 Damage against higher-level targets; -2 Attack and -5 Damage against lower-level targets.

To Me: Minor action; each ally within 6 squares of this creature can choose to be pulled adjacent to it; this movement provokes opportunity attacks.

CHAMPION 2 ❑❑

- Use at start of round. Lower-level allies have Resist 5 All until end of round.
- Use at start of round. Lower-level allies have Chivalrous Fighter until end of round.

19 Warforged Wizard

LEVEL 6 | AC 18 | DEF 18 | SPEED 6 | HP 60

ATTACK ACTIONS

Staff: +13 vs AC; 5 Damage

Thunderwave: (blast 3) +11 vs DEF (Fort); 10 Damage AND push 3 squares

Touch of Fatigue: Automatic hit; target has -2 Attack and -5 Damage until after it attacks

ABILITIES

Warforged • Arcane

SPECIAL POWERS

❑ **Warforged Resolve:** Minor action; this creature heals 5 HP and ends 1 ongoing damage effect on it.

30 Whirling Steel Monk

LEVEL 9 | AC 21 | DEF 23 | SPEED 8 | HP 60

ATTACK ACTIONS

Longsword: +14 vs AC; 15 Damage

Stand Still: (opportunity attack only) +14 vs DEF (Fort); 15 Damage AND Immobilized

❑ **Thunderous Kick:** +15 vs DEF (Fort); 10 thunder Damage AND Stunned AND push 3 squares

❑ **Whirling Steel:** (burst 1) +12 vs AC; 10 Damage

ABILITIES

Human • Ki

+4 DEF (Will)

(c) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

9 Celestial Dire Badger

LEVEL 3 | AC 15 | DEF 13 | SPEED 6 | HP 35

ATTACK ACTIONS

Claw Rake: +6 vs AC; 15 Damage

Claw Frenzy: (only while Bloodied) Make 2 attacks against the same target.

ABILITIES

Good • Beast

Burrow

Resist 5 Acid, Cold, Lightning

SPECIAL POWERS

Evil Slayer: +5 Damage against Evil targets.

Persistent: When reduced to 0 HP, this creature is not destroyed until end of its next turn (but is still destroyed even if it regains HP).

28 Catfolk Wilder

LEVEL 8 | AC 22 | DEF 22 | SPEED 7 | HP 55

ATTACK ACTIONS

Twin Swords: +11 vs AC; 10 Damage

❑ **Mind Melt:** (nearest, living target only) +15 vs DEF (Will); 30 Damage AND Stunned (save ends)

Mind Thrust: (nearest, living target only) +11 vs DEF (Will); 15 Damage AND Dazed (save ends)

ABILITIES

Catfolk • Psionic

SPECIAL POWERS

Overload: Minor action; RECHARGE Mind Melt, then this creature is Dazed until end of its next turn.

❑ **Protective Aura:** Immediate, when an enemy hits this creature with a attack; that enemy is pushed 3 squares, then Immobilized (save ends). RECHARGE when first Bloodied.

78 Centaur Hero

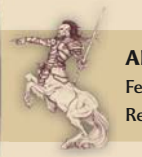
LEVEL 15 | AC 26 | DEF 26 | SPEED 8 | HP 85

ATTACK ACTIONS

Greatsword: +20 vs AC; 20 Damage

Galloping Attack: This creature moves up to its Speed (minimum 1 square) and makes a attack at any time during its move.

Longbow: (sight) +20 vs AC; 20 Damage



ABILITIES

Fey • Centaur • Martial

Reach 2

SPECIAL POWERS

Powerful Charge 10: +10 Damage on charge.

43 Dark Traveler

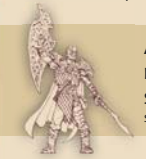
LEVEL 10 | AC 22 | DEF 22 | SPEED 7 | HP 60

ATTACK ACTIONS

Scimitar: +14 vs AC; 15 Damage

Exhalation of the Black Dragon: (range 5) +11 vs DEF (Ref); 15 acid Damage

❑❑ **Striding Slice:** +14 vs AC; 25 Damage AND this creature shifts 2 squares



ABILITIES

Human • Psionic

Shadow Stride: Can shift 2 squares.

SPECIAL POWERS

❑❑ **Psionic Speed:** Minor action; this creature has Reach 2 until end of round.

CHAMPION 2 ❑❑

- Use when an ally activates. That ally has Reach 2 until end of its turn.
- Use on any turn after the first, when this creature ends its turn in a victory area. Choose 1 adjacent ally. Place this creature and that ally adjacent to each other in one of your victory areas.

26 Dragonblade Ninja

LEVEL 7 | AC 20 | DEF 24 | SPEED 7 | HP 50

ATTACK ACTIONS

Ninja-To: +11 vs AC; 15 Damage

Shuriken: (range 5) +11 vs AC; 10 Damage AND ongoing 5 poison Damage

ABILITIES
Human • Ki

SPECIAL POWERS

❑ Ghost Step: Minor action; this creature is invisible until after it attacks. RECHARGE when this creature is damaged by an attack.

❑ Ki Dodge: Immediate, after an attack hits this creature: Roll d20. 1-15: RECHARGE this power; 16+: That attack misses instead.

Sudden Strike: +15 Damage against targets that cannot see this creature and against Stunned targets.

©2009 Wizards DUNGEONS & DRAGONS 17/60

31 Goliath Barbarian

LEVEL 8 | AC 16 | DEF 14 | SPEED 7 | HP 80

ATTACK ACTIONS

Greataxe: +10 vs AC; 25 Damage, reroll once on miss

ABILITIES
Goliath • Primal

©2009 Wizards DUNGEONS & DRAGONS 18/60

50 Greenfang Druid

LEVEL 12 | AC 28 | DEF 24 | SPEED 6 | HP 75

ATTACK ACTIONS

Scimitar: +19 vs AC; 20 Damage

❑ Bestial Wrath: +16 vs AC; 25 Damage AND target cannot attack this creature (save ends)

Produce Flame: (sight) +12 vs DEF (Ref), does not provoke opportunity attacks; 15 fire Damage

ABILITIES
Human • Primal

SPECIAL POWERS

Inspire Beasts: While this creature is Bloodied, Beast allies score criticals on attack rolls of natural 18+.

❑❑ Instill Vigor: Minor action; 1 adjacent ally heals 10 HP at start of each of its turns until that ally moves.

❑ Unleashed Fury: Immediate, when a Beast ally scores a critical; +10 Damage on that attack.

©2009 Wizards DUNGEONS & DRAGONS 19/60

22 Griffon

LEVEL 7 | AC 18 | DEF 19 | SPEED F8 | HP 60

ATTACK ACTIONS

Claw: +11 vs AC; 15 Damage

Ripping Beak: (only while Bloodied) +11 vs AC; 15 Damage AND Followup, 5 Damage only on miss

Followup: +11 vs AC; 15 Damage

ABILITIES
Beast • Griffon
Flight
Immune Fear

SPECIAL POWERS

Thunder Charge: +4 Attack on charge.

©2009 Wizards DUNGEONS & DRAGONS 20/60

(c) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

8 Ibixian

LEVEL 3 | AC 17 | DEF 15 | SPEED 7 | HP 30

ATTACK ACTIONS

Greataxe: +6 vs AC; 10 Damage

ABILITIES
Ibixian
Stable Footing: Difficult terrain does not affect this creature's movement.

SPECIAL POWERS

Pack Fervor: +1 Attack for each other Ibixian creature within 5 squares of this creature.

Powerful Charge 5: +5 Damage on charge.

©2009 Wizards DUNGEONS & DRAGONS 21/60

52 Rask, Half-Orc Chainfighter

LEVEL 13 | AC 25 | DEF 25 | SPEED 7 | HP 95

ATTACK ACTIONS

Spiked Chain: +20 vs AC; 20 Damage

❑ Sweeping Chain: +18 vs DEF (Ref); 20 Damage AND Stunned. RECHARGE when this creature causes an enemy to become Bloodied.

Whirling Death: (burst 1, enemies only) +16 vs AC; 15 Damage

ABILITIES
Half-Orc • Martial
Unique
Reach 2

SPECIAL POWERS

❑ Shorten Grip: Minor action; until end of battle, this creature loses Reach 2, has +5 Damage, and can make only attacks.

©2009 Wizards DUNGEONS & DRAGONS 22/60

30 Renegade Warlock

LEVEL 8 | AC 20 | DEF 18 | SPEED F6 | HP 35

ATTACK ACTIONS

Spear: +10 vs AC; 10 Damage

Eldritch Spear: (sight) +13 vs DEF (Ref); 15 Damage, 5 Damage on miss

❑ Thunder Burst: (radius 2 within sight) +13 vs DEF (Fort); 20 thunder Damage AND Stunned (save ends)

ABILITIES
Human • Arcane
Flight
Conceal 6

SPECIAL POWERS

❑ Hasty Retreat: Replaces move action: Shift 6 squares.

©2009 Wizards DUNGEONS & DRAGONS 23/60

12 Undying Soldier

LEVEL 4 | AC 20 | DEF 16 | SPEED 5 | HP 35

ATTACK ACTIONS

Spear: +11 vs AC; 10 Damage

❑ Smite Evil: (Evil target only) +11 vs DEF (Will); 15 Damage

ABILITIES
Good • Undead • Elf
Resist 5 All
Blindsight: Ignores Conceal; treats invisible creatures as visible.

©2009 Wizards DUNGEONS & DRAGONS 24/60

29 Voice of Battle

LEVEL 8 | AC 22 | DEF 20 | SPEED 6 | HP 55

ATTACK ACTIONS

Longsword: +15 vs AC; 10 Damage

Hideous Laughter: (sight) +13 vs DEF (Will); 15 psychic Damage AND Dazed

❑ **Primal Scream:** (blast 3) +11 vs DEF (Will); 20 Damage AND Dazed (save ends); if target is already Dazed, it is Stunned instead. Hit or miss, this creature cannot use Soothing Voice until end of battle.

Soothing Voice: (burst 5, enemies only) +10 vs DEF (Will); until end of round, affected creatures cannot make opportunity attacks

ABILITIES

Human • Arcane

SPECIAL POWERS

Countersong: Enemy champions within 5 squares of this creature cannot use Champion powers.

❑ **Crescendo:** Use at start of round; until end of round, this creature's Countersong affects enemy champions within 10 squares instead of 5.

©2009 Wizards DUNGEONS & DRAGONS

44 Dire Bear

LEVEL 10 | AC 20 | DEF 20 | SPEED 7 | HP 95

ATTACK ACTIONS

Claw: +13 vs AC; 25 Damage

Charging Maul: (only on charge) +13 vs AC; 25 Damage AND Followup

Followup: +13 vs DEF (Ref); 15 Damage AND Immobilized (save ends)

ABILITIES

Beast

©2009 Wizards DUNGEONS & DRAGONS

5 Timber Wolf

LEVEL 2 | AC 16 | DEF 14 | SPEED 8 | HP 25

ATTACK ACTIONS

Bite: +7 vs AC; 10 Damage

Gnashing Maw: +5 vs DEF (Ref); ongoing 5 Damage AND Immobilized (save ends both)

ABILITIES

Beast • Wolf

SPECIAL POWERS

Circle Prey: +2 Attack while within 3 squares of a Wolf ally.

©2009 Wizards DUNGEONS & DRAGONS

10 Giant Frog

LEVEL 4 | AC 20 | DEF 16 | SPEED 5 | HP 35

ATTACK ACTIONS

Bite: +11 vs AC; 10 Damage

Tongue Lash: (Reach 2, Small or smaller target only) +9 vs DEF (Ref); 15 Damage AND pull 1 square

ABILITIES

Beast

Hop: This creature moves as if with Flight on its turn.

Wandering Monster: Sets up in a random victory area.

©2009 Wizards DUNGEONS & DRAGONS

(c) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

15 Wood Woad

LEVEL 6 | AC 17 | DEF 16 | SPEED 6 | HP 50

ATTACK ACTIONS

Club: +10 vs AC; 20 Damage

❑ **Nature's Judgment:** +10 vs AC; 20 Damage AND Immobilized AND ongoing 5 Damage AND when target activates, each adjacent Plant creature heals 5 HP (save ends all). RECHARGE when this creature misses with this attack.

ABILITIES

Fey • Plant

Vulnerable 10 Fire

Forest Walk: Forest terrain does not affect this creature's movement.

Deep-Rooted: Not subject to push, pull, or slide effects while in forest terrain.

©2009 Wizards DUNGEONS & DRAGONS

58 Ambush Drake

LEVEL 13 | AC 29 | DEF 28 | SPEED F6 | HP 80

ATTACK ACTIONS

Bite: +16 vs AC; 10 + 10 poison Damage

❑ **Ambush Strike:** This creature moves up to twice its Speed (minimum 6 squares), then attacks an adjacent target; +20 vs AC; 40 Damage. RECHARGE when no enemies can see this creature at start of its turn.

❑ **Paralytic Cloud:** (blast 3) +18 vs DEF (Fort); 25 Damage AND Dazed (save ends), 10 Damage only on miss

ABILITIES

Dragon • Stealth

Flight

Defensive Advantage: Never grants combat advantage.

©2009 Wizards DUNGEONS & DRAGONS

81 Aspect of Nerull

LEVEL 16 | AC 33 | DEF 27 | SPEED 7 | HP 90

Vicious Scythe: +23 vs AC; 25 necrotic Damage; scores criticals on rolls of natural 19+

Wounding Touch: +20 vs DEF (Fort); 15 necrotic Damage AND Dazed (save ends)

ABILITIES

Evil • Immortal

Reach 2

SPECIAL POWERS

Devastating Critical: Whenever this creature scores a critical, the target is also Weakened until this creature is eliminated.

❑ **Nerull's Boundless Grasp:** Immediate, when a Bloodied enemy attacks an ally; that enemy has ongoing 15 necrotic Damage. RECHARGE when no creature is affected by this power.

©2009 Wizards DUNGEONS & DRAGONS

83 Beholder

LEVEL 11 | AC 29 | DEF 27 | SPEED F3 | HP 90

ATTACK ACTIONS

Bite: +15 vs AC; 10 Damage

Eye Rays: (range 10, can target allies) Roll 1d20 and use the indicated effect or one of a lower number; choose target after roll.

1-4: *Telekinesis:* +18 vs DEF (Fort); automatic hit against allies; slide 4 squares

5-8: *Sear:* +18 vs DEF (Fort); 15 radiant Damage

9-12: *Slow:* +18 vs DEF (Will); Slowed (save ends)

13-15: *Terror:* +18 vs DEF (Will); 15 psychic Damage AND target immediately moves its Speed away from this creature (Fear)

16-18: *Petrify:* +18 vs DEF (Will); Slowed (save ends); a Slowed target is instead Petrified (save ends)

19-20: *Disintegrate:* +18 vs DEF (Fort); 40 Damage AND ongoing 20 Damage (save ends), 20 Damage only on miss

ABILITIES

Evil • Aberrant • Beholder

Flight

Multi-Activation 2: Activates twice per round.

©2009 Wizards DUNGEONS & DRAGONS

65 Death Knight

LEVEL 13 | AC 29 | DEF 27 | SPEED 5 | HP 80

ABILITIES
Evil • Undead • War
Immune Poison; Vulnerable 10 Radiant

ATTACK ACTIONS
Greatsword: +20 vs AC; 20 Damage
❑ **Unholy Flames:** (radius 2 within 10) +14 vs DEF (Fort); 20 necrotic OR 20 fire Damage

SPECIAL POWERS
Bloodthirsty 5: +5 Attack against Bloodied targets.
Death's Right Hand: Lower-level Undead allies within 10 squares of this creature have +2 Attack.

CHAMPION 2 ❑❑
Warband Building: All Evil Undead creatures are legal in your warband.
• Use when an Undead ally's attack hits: +20 Damage on that attack.
• Use when an adjacent enemy activates. That enemy takes 10 Damage and cannot move away from this champion on its turn.

10 Goblin Adept

LEVEL 3 | AC 15 | DEF 13 | SPEED 6 | HP 20

ABILITIES
Goblin

ATTACK ACTIONS
Spear: +4 vs AC; 10 Damage
Enrage: (range 10, can target ally) +6 vs DEF (Will); 5 psychic Damage AND target has -4 Attack and +5 Damage until end of its next turn
Burning Hands: (blast 3) +8 vs DEF (Ref); 10 fire Damage

SPECIAL POWERS
Sacrifice the Weak: +5 Damage whenever this creature includes a lower-level ally in the area of a attack.

26 Grell

LEVEL 7 | AC 21 | DEF 21 | SPEED F6 | HP 45

ABILITIES
Aberrant • Magical Beast
Flight; Reach 2
Blindsight; Blind: Immune to attack actions and special powers with Gaze in their name.

ATTACK ACTIONS
Tentacle Rake: +13 vs AC; 10 Damage AND Slowed
Grab: +11 vs DEF (Ref): Immobilized AND pull 1 square
Venomous Bite: (adjacent Immobilized enemy only) +11 vs AC; 15 Damage AND Stunned (save ends)

SPECIAL POWERS
❑ **Hunting Frenzy:** Immediate, after this creature resolves a successful Grab attack; make a Venomous Bite attack against the same target. RECHARGE when first Bloodied.

35 Grim Necromancer

LEVEL 9 | AC 23 | DEF 21 | SPEED 6 | HP 55

ABILITIES
Evil • Human • Arcane

ATTACK ACTIONS
Mace: +11 vs AC; 10 Damage
Curse of Impending Blades: (nearest) +14 vs DEF (Will); -2 AC (save ends)
Reaping Wave: (blast 2, living targets only) +14 vs DEF (Fort); 15 Damage AND 5 Damage at end of each of target's turns until it ends its turn farther away from this creature

SPECIAL POWERS
Soul Siphon: Immediate, when a living enemy within 5 squares is destroyed; 1 Undead ally heals 15 HP.
❑ **Torrent of Souls:** Immediate, when an Undead ally in line of sight is destroyed; that ally shifts 3 squares, then makes a attack before being destroyed.

CHAMPION 1 ❑
• Use at start of round. Until end of round, Undead allies have +4 Attack.
• Use when an Undead ally hits an enemy with an attack. That enemy also has ongoing 10 necrotic Damage (save ends).

(c) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

10 Kruthik Hatchling

LEVEL 3 | AC 19 | DEF 15 | SPEED 8 | HP 30

ABILITIES
Beast • Kruthik

ATTACK ACTIONS
Claw: +9 vs AC; 10 Damage

SPECIAL POWERS
Gnashing Horde: 5 Damage to each enemy that ends its turn adjacent to this creature.
Skittering Mob: +1 Attack for each Kruthik ally adjacent to this creature (maximum +3 Attack).

68 Large Blue Dragon

LEVEL 13 | AC 27 | DEF 26 | SPEED F8 | HP 75

ABILITIES
Evil • Dragon
Flight; Resist 20 Lightning

ATTACK ACTIONS
Gore: +18 vs AC; 10 + 10 lightning Damage
❑ **Lightning Breath:** (line 10) +16 vs DEF (Ref); 25 lightning Damage, 10 lightning on miss. RECHARGE when first Bloodied.
Lightning Burst: (radius 1 within 10) +16 vs DEF (Ref); 20 lightning Damage

CHAMPION 2 ❑❑
• Use when a creature takes lightning damage. An enemy within 5 squares of that creature takes 10 lightning Damage.
• Use when an ally is destroyed by a or attack that destroys an enemy. Score +10 VP.

77 Mummy Lord

LEVEL 15 | AC 29 | DEF 27 | SPEED 6 | HP 90

ABILITIES
Evil • Undead
Immune Poison
Resist 10 Cold, Necrotic; Vulnerable 15 Fire

ATTACK ACTIONS
Rotting Slam: +22 vs AC; 10 + 10 necrotic Damage
Curse of Ill Fortune: (nearest) +20 vs DEF (Will); 10 necrotic Damage AND -5 Attack (save ends)
Wrack: (range 5) +20 vs DEF (Fort); 20 necrotic Damage AND Immobilized (save ends)

SPECIAL POWERS
Absolute Power Corrupts: Use when a champion is destroyed; spend 15 VP, then this creature regains 1 use of its Champion powers.

CHAMPION 1 ❑
• Use when an ally's attack reduces an adjacent enemy to 35 HP or fewer. Roll d20. 1-9: that enemy takes 15 Damage; 10+: that enemy is destroyed.
• Use when this creature activates. Each living enemy within 3 squares is Immobilized (save ends).

6 Skeletal Dwarf

LEVEL 2 | AC 19 | DEF 16 | SPEED 5 | HP 20

ABILITIES
Undead
Immune Poison
Vulnerable 5 Radiant

ATTACK ACTIONS
Waraxe: +9 vs AC; 10 Damage

SPECIAL POWERS
Shieldbearer: Allies have +2 AC while adjacent to this creature.

31 Skullcrusher Ogre

LEVEL 9 | AC 25 | DEF 21 | SPEED 6 | HP 60

ATTACK ACTIONS

Morningstar: +11 vs AC; 15 Damage

❑ **Rock:** (range 5) +8 vs AC; 25 Damage

❑ **Skullcrushing Blow:** (Bloodied target only) +13 vs AC; 35 Damage. RECHARGE when this creature destroys an enemy.

ABILITIES
Ogre
Reach 2

SPECIAL POWERS

Spiked Shield: Whenever a attack misses this creature, the attacker takes 5 Damage.

44 Spectre

LEVEL 11 | AC 27 | DEF 23 | SPEED F6 | HP 50

ATTACK ACTIONS

Inescapable Chill: +16 vs AC; 20 Damage; on miss, this creature has cumulative +1 Attack until end of battle

Spectral Touch: (living target only) +16 vs DEF (Fort); 15 Damage AND this creature heals 10 HP

ABILITIES
Evil • Undead
Flight
Phasing
Insubstantial

11 Spellstitched Hobgoblin Zombie

LEVEL 4 | AC 14 | DEF 12 | SPEED 6 | HP 40

ATTACK ACTIONS

Chill Touch: +7 vs AC; 10 cold Damage

❑ **Chillburst:** (burst 1) +5 vs DEF (Fort); 15 cold Damage

ABILITIES
Undead
Immune Fear
Plodding: Cannot charge and cannot use more than 1 move action each round.

SPECIAL POWERS

❑ **Obscuring Mist:** Replaces attack action: Until end of this creature's next turn, each square within 2 squares of it contains smoke (in addition to existing terrain).

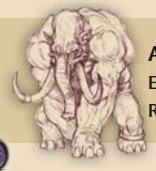
86 Thaskor

LEVEL 16 | AC 30 | DEF 28 | SPEED 6 | HP 105

ATTACK ACTIONS

Slam: +22 vs AC; 25 Damage

Trumpeting Blast: (blast 3) +18 vs DEF (Fort); 15 thunder Damage AND Dazed



ABILITIES
Evil • Shadow • Planar
Reach 2

SPECIAL POWERS

Thundering Charge: +2 Speed while charging.

Trumpeting Charge: Immediate, when this creature hits with a charge attack; make a Trumpeting Blast attack.

(c) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

52 Warpriest of Hextor

LEVEL 10 | AC 26 | DEF 22 | SPEED 5 | HP 65

ATTACK ACTIONS

Flail: +16 vs AC; 20 Damage

❑ **Energy Vortex:** (burst 2) +13 vs DEF (Ref); 5 acid + 5 cold + 5 fire + 5 lightning + 5 thunder Damage

❑ **Strike of Tyranny:** +14 vs DEF (Will); 10 Damage AND Weakened (save ends). RECHARGE when an ally destroys a Good enemy.

ABILITIES
Evil • Human • Divine

SPECIAL POWERS

Lockdown: Minor action; until end of round, enemies within 5 squares cannot shift.

CHAMPION 3 ❑❑❑

- Use when an ally fails a save. Reroll that save.
- Use after an ally resolves a successful or attack. That ally immediately repeats that attack against any legal target.

27 Bloodhulk Fighter

LEVEL 8 | AC 17 | DEF 15 | SPEED 5 | HP 100

ATTACK ACTIONS

Bloody Slam: +10 vs AC; 25 Damage

Noisome Embrace: +9 vs DEF (Fort); 25 Damage AND -4 Attack

ABILITIES
Undead
Vulnerable 5 All

SPECIAL POWERS

❑ **Sloughing Flesh:** Minor action; this creature takes 15 Damage, then 1 adjacent target is Immobilized (save ends).

45 Boneclaw

LEVEL 11 | AC 26 | DEF 23 | SPEED 7 | HP 70

ATTACK ACTIONS

Claw: +16 vs AC; 15 Damage

ABILITIES
Evil • Shadow • Undead
Resist 10 Necrotic
Reach 3

SPECIAL POWERS

❑ **Relentless Opportunist:** Use after this creature resolves a successful opportunity attack; immediately repeat that attack against the same target. RECHARGE when first Bloodied.

Threatening Reach: Can make opportunity attacks against enemies within Reach.

4 Bullywug Thug

LEVEL 1 | AC 13 | DEF 11 | SPEED 5 | HP 25

ATTACK ACTIONS

Spear: +4 vs AC; 10 Damage

❑ **Thrown Spear:** (nearest, range 5) +3 vs AC; 10 Damage

ABILITIES
Bullywug • Aquatic

SPECIAL POWERS

Dirty Pool: +5 Damage while in a warband with an Aquatic champion.

13 Burning Skeleton

LEVEL 5 | AC 20 | DEF 18 | SPEED 6 | HP 40

ATTACK ACTIONS

Fiery Slam: +12 vs AC; 5 + 5 fire Damage

❑ **Firesweep:** 3 attacks, each against a different target; +12 vs DEF (Ref) each; 5 fire Damage each

ABILITIES

Undead

Immune Cold, Fire

SPECIAL POWERS

Fire Shield 5: Whenever this creature is hit by a melee attack, the attacker takes 5 fire Damage.

12 Deathlock

LEVEL 5 | AC 17 | DEF 15 | SPEED 6 | HP 25

ATTACK ACTIONS

Slam: +4 vs AC; 10 Damage

Necrotic Missile: (nearest) +9 vs DEF (Ref); 15 necrotic Damage

❑ **Terrifying Phantom:** (radius 1 within 10) +10 vs DEF (Will); 10 psychic Damage AND push 6 squares; this movement provokes opportunity attacks (Fear)

ABILITIES

Evil • Undead • Arcane

Vulnerable 5 Radiant

10 Dolgrim

LEVEL 3 | AC 17 | DEF 15 | SPEED 5 | HP 30

ATTACK ACTIONS

Morningstar: +8 vs AC; 10 Damage

Crossbow: (nearest) +6 vs AC; 10 Damage

ABILITIES

Aberrant • Dolgrim

Resist 5 All

SPECIAL POWERS

❑ **Wild Abandon:** Replaces attack action: Make a Morningstar attack and a Crossbow attack against the same target. RECHARGE when this creature is hit by a melee attack.

40 Ettin Skirmisher

LEVEL 7 | AC 23 | DEF 21 | SPEED 4 | HP 75

ATTACK ACTIONS

Morningstar: +12 vs AC; 15 Damage AND this creature shifts 1 square

Stump: +12 vs AC; 15 Damage AND push 1 square

ABILITIES

Giant • Ettin

+4 DEF (Fort, Will)

Multi-Activation 2: Activates twice per round.

Reach 2

SPECIAL POWERS

Skirmish 5: +5 Damage if this creature moved at least 2 squares from where it started its turn before attacking.

(c) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

25 Fiendish Monstrous Scorpion

LEVEL 8 | AC 22 | DEF 20 | SPEED 8 | HP 55

ATTACK ACTIONS

Claw: +15 vs AC; 15 Damage

Sting: +13 vs DEF (Fort); ongoing 10 poison Damage

ABILITIES

Evil • Beast • Scorpion

Resist 5 Cold, Fire

SPECIAL POWERS

Skittering Assault: Can move after charging.

❑ **Relentless Attack:** Replaces move action: Take 1 extra attack action this turn. RECHARGE when this creature hits with a Sting attack.

53 Flind Captain

LEVEL 12 | AC 24 | DEF 22 | SPEED 6 | HP 85

ATTACK ACTIONS

Flindbar: +15 vs AC; 25 Damage

Bloodblind Sweep: (only while Bloodied) (burst 1) +12 vs DEF (Ref); 15 Damage

ABILITIES

Evil • Gnoll • Flind

SPECIAL POWERS

Bloodrage 5: +5 Damage while Bloodied.

Bloodthirsty 10: +10 Damage against Bloodied targets.

CHAMPION 2 ❑❑

- Use when an ally's melee attack causes a target to become Bloodied but not destroyed. That ally immediately repeats that attack against a different target.
- Use at start of round. Allies have -3 AC and +5 melee Damage until end of round.

20 Forest Troll

LEVEL 6 | AC 20 | DEF 18 | SPEED 6 | HP 55

ATTACK ACTIONS

Spear: +13 vs AC; 15 Damage

Javelin: (range 10) +11 vs AC; 5 Damage AND ongoing 5 poison Damage (save ends)

ABILITIES

Troll

Vulnerable 10 Acid, Fire

SPECIAL POWERS

Individualist: +5 Attack while no allies are within 4 squares of this creature.

Regeneration 5: Use at start of this creature's turn; heal 5 HP.

6 Kenku Sneak

LEVEL 2 | AC 14 | DEF 12 | SPEED 6 | HP 20

ATTACK ACTIONS

Jitte: +6 vs AC; 10 Damage

Shortbow: (sight) +8 vs AC; 10 Damage

ABILITIES

Kenku • Stealth

Hide

SPECIAL POWERS

❑❑ **Apply Poison:** Use when declaring an attack; if that attack hits, target also has ongoing 5 poison Damage (save ends).

Keen Eyes: +3 Attack instead of +2 whenever this creature has combat advantage against target.

7 Orc Savage

LEVEL 2 | AC 14 | DEF 12 | SPEED 7 | HP 20

ATTACK ACTIONS

Club: +5 vs AC; 15 Damage

ABILITIES

Orc • Primal

SPECIAL POWERS

Lethal: +4 Attack against Bloodied targets.

❑ **Savage Frenzy 20:** Use when this creature hits with a attack; this creature gains +20 HP. This can increase this creature's HP above its starting total, though it is considered Bloodied only at 10 HP or fewer.

©2009 Wizards DUNGEONS & DRAGONS® 57/60

58 Ravenous Vampire

LEVEL 12 | AC 28 | DEF 24 | SPEED 7 | HP 65

ATTACK ACTIONS

Saber: +19 vs AC; 20 Damage

❑ **Domination Surge:** (range 5) +15 vs DEF (Will); Dominated

ABILITIES

Evil • Undead • Vampire • Primal

Vulnerable 15 Radiant

Primal Evil: Wolf and Beast allies have Evil alignment.

SPECIAL POWERS

❑ **Feral Reaction:** Immediate, when first Bloodied; this creature heals 20 HP, then makes a attack.

Wolf Blood: Wolf allies cost 2 less than normal for purposes of warband construction. Opponents score VP normally for eliminating them.

CHAMPION 2 ❑❑

• Use at start of round. Evil allies have +5 Damage until end of round.

• Use at any time. Choose 1 ally within sight. That ally shifts 5 squares.

©2009 Wizards DUNGEONS & DRAGONS® 58/60

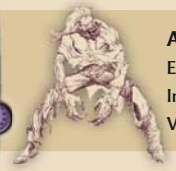
16 Vampire Spawn

LEVEL 6 | AC 15 | DEF 13 | SPEED 6 | HP 40

ATTACK ACTIONS

Claw: +9 vs AC; 15 Damage

❑ **Blood Drain:** (only when this creature has combat advantage against target) +9 vs AC; 10 Damage AND this creature heals 15 HP. RECHARGE when hit by a attack.



ABILITIES

Evil • Undead • Vampire

Immune Poison

Vulnerable 5 Radiant

SPECIAL POWERS

Bloodlust: On its turn, this creature cannot move or attack a non-Bloodied enemy if a Bloodied enemy is adjacent.

©2009 Wizards DUNGEONS & DRAGONS® 59/60

37 Zombie White Dragon

LEVEL 11 | AC 23 | DEF 21 | SPEED F6 | HP 100

ATTACK ACTIONS

Claw: +15 vs AC; 25 Damage

❑ **Cold Breath:** (blast 5) +12 vs DEF (Ref); 20 cold Damage, 10 cold on miss

ABILITIES

Evil • Dragon • Undead

Flight; Reach 2

Resist 15 Cold

Plodding: Cannot charge and cannot use more than 1 move action each round.

SPECIAL POWERS

Selfish Chill: Minor action; your opponent scores +15 VP, then RECHARGE this creature's Cold Breath.

©2009 Wizards DUNGEONS & DRAGONS® 60/60

(c) Copyright 2009 Wizards of the Coast LLC. Permission granted to print for personal use only.

Deathknell™ *Credits*

DUNGEONS AND DRAGONS *Miniatures Battle Rules*
Deathknell
Lead Developer: Stephen Schubert
Lead Designer: Peter Lee
Lead Editor: Jennifer Clarke-Wilkes
Art Director: Mari Kolkowsky
Deathknell Restat Team: Kevin Tatroe (Lead), Stephen Hagan, Patrick Lynch
Deathknell Editor: Paul Grasshoff
Special Thanks To: Don Adkins, Jim Ansaldo, Andy Clautice, Jesse Dean , Michael Derry, Mike Domezio, Robert Hatch, Jason Lioi, Steven Montano, Sven Myrin, David Paul, Louis C. Sacha, Jason Sallay, Keith Richmond, D. Garry Stupack, Keith Tatroe, Kevin Tatroe , Steve Townshend